

When I began this task, I had little prior knowledge about inventory systems, shops, and dialogue systems in game development. To acquire the necessary skills, I took two courses: "Unity RPG Inventory Systems Asset Pack: Behind The Scenes" and "RPG Shops & Abilities: Intermediate C# Game Coding." Additionally, I used the "How to make a Dialogue System with Unity" video by Fluffy GameDev on YouTube to learn about creating a dialogue system. I sourced my assets from Kenney and OpenGameArts, and set up the scene for my shop.

I followed a structured daily schedule, dedicating each day to a specific aspect of the project. On the first day, I found my assets for decoration and set up the scene. On the second day, I focused on designing and gathered assets for inventory UI. The third day was dedicated to implementing the inventory system, fourth day to equipping system, fifth day to shop system and on the final day, I incorporated the dialogue system and made final touches.

Overall i think the systems are quite robust. For example; Items can be switch between stackable or unstackable which allows room for expansion if need be.